

Rock Raiders – 01.08.99 – PC Version

When the game first loads up on the mode selection, it should default to the best configuration – normally 3D hardware acceleration and also full screen.

The return button icon which is semi-circle going clockwise – we need a better highlight for this, the highlight just looks like a centre light put onto it – dimly grey, needs to be highlighting the whole box.

When you actually start the first mission - prints at the text box in the bottom window, mouse in the centre of the screen then the whole game freezes – nothings working at all.

The game had a number of errors when checking out a visual cell safe, this needs to be checked, could be Andy's not copied over all the files correctly from the weekend.

Playstation version downloaded 01.08.99

There is a long pause before you get to the select mission screen – this needs to be shorter.

On the mission briefings, the medals rather than being given as text should be shown as icons and graphics.

There is a long pause going back from the mission brief to the select mission screen – this need to be faster or masked.

The text for the level called 'Rescue Mission' has the phrase 'Move around more quickly' – bad grammar.

The text for each of the character descriptions and the character select screen is wrong for sparks and docks and axle.

Pop up menu first time seeing the vehicles telling which buttons to use – really nasty sound effect for time counting down.

When in a vehicle the x button should work as a brake.

Scott was going to put back the ability to jump in water – which's not back in yet.

If you choose to replay the same level again, the message that comes up 'Please wait' isn't centred.

Level doesn't default with radar on as they all should.

On the congratulations screen - when you get back to the teleport, it goes too quick, it should pause for key.

The level called 'Mission Rescue' at the bottom edge of the screen when you first start polygams disappear flashing on and off, the clippings wrong.

Third time I tried to retry on the rescue mission came up with bus error and crashed.

While in water there is no splashing sound effect.

‘Mission successful’ text fits outside the window of the message box .

On the level ‘Waterways’ - small catch should appear facing out to water not facing to land as it is hard to start the game.

Text for the mission brief on ‘Waterways’ - ‘as your our best Rock Raider’ – I’m sure that is not good grammar either.

The text says ‘Quit Mission’ and if you select that it comes with text saying ‘Mission Aborted’ – it should say ‘Mission Quit or Quit Mission’